

**IN THE CLAIMS**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Previously presented) A method of modifying content data transmitted from a first computer to a second computer over a bi-directional communications network, comprising:

specifying content data output characteristics to be associated with the content data upon output by the second computer;

transmitting the content data from the first computer to the second computer over the bi-directional communications network; and

altering the content data that is to be output by the second computer in accordance with the content data output characteristics specified through the first computer, the content data output characteristics including location information of the first and second computers, the location information affecting the altering of the content data.

2. (Previously presented) The method of claim 1, further comprising the steps of:

receiving the content data in the first computer;

digitizing the received content data to produce digitized content data;

transmitting the digitized content data to the second computer over the bi-directional communications network;

altering the digitized content data in accordance with the content data output characteristics;  
transforming the altered digitized content data to a form capable of output from the second computer; and  
outputting the transformed altered digitized content data from the second computer.

3. (Previously presented) The method according to claim 2, wherein the received content data comprises text data input into the first computer.

4. (Previously presented) The method according to claim 2, wherein the received content data comprises voice data input into the first computer.

5. (Previously presented) The method according to claim 4, wherein the transformed altered digitized content data comprises audio output transmitted through speakers coupled to the second computer.

6. (Previously presented) The method according to claim 5, wherein the content data output characteristics include parameters that alter content data associated with the audio output from the second computer, the content data output characteristics comprising at least one of character gender, character condition, character environment, and language.

7. (Previously presented) The method according to claim 5, wherein the content data output characteristics are defined by input received by the first computer through a user interface.

8. (Previously presented) The method according to claim 5, wherein the content data output characteristics are defined by input received by the second computer through a user interface.

9. (Previously presented) The method according to claim 5, wherein the content data output characteristics are stored in a database residing in a memory storage coupled to the second computer.

10. (Currently amended) A method of modifying content data transmitted from a first computer to a second computer over a bi-directional communications network, comprising:

specifying content data output characteristics to be associated with the content data upon output by the second computer, the content data output characteristics comprising at least one of character gender, character condition, character environment, and language;

transmitting the content data from the first computer to the second computer over the bi-directional communications network;

altering the content data that is to be output by the second computer in accordance with the content data output characteristics, wherein the first computer is coupled to a plurality of client computers over an interactive network, and wherein each user of a client computer is associated with a character represented in a program executed on each computer, each character having associated therewith a specific content data output characteristic, the method further including,

determining a relative location of each character in an environment defined by the program; and

altering the specific output characteristics of the audio output depending upon the relative location of each character associated with each of the users.

11. (Previously presented) The method of claim 5, wherein the first and second computers are coupled to audio speakers, and wherein the content data output characteristics comprise an audio output ratio for outputting content data from the audio speakers.

12. (Previously presented) The method of claim 5, wherein the location information for the first and second computers are respectively obtained from the first and second computers.

13. (Previously presented) The method of claim 5, wherein the location information for the first and second computers are respectively determined by the physical location of the first and second computers.

14. (Previously presented) A system configured to modify content data transmitted from a first computer to a second computer over a bi-directional communications network, the system comprising:

means for specifying content data output characteristics to be associated with the content data upon output by the second computer;

means for transmitting the content data from the first computer to the second computer over the bi-directional communications network; and

means for altering the content data that is to be output by the second computer in accordance with the content data output characteristics specified through the first computer,

the content data characteristics including location information of the first and second computers, the location information affecting the altering of the content data.

15. (Previously presented) The system of claim 14, further comprising:

- means for receiving content data in the first computer;
- means for digitizing the received content data to produce digitized content data;
- means for transmitting the digitized content data to the second computer over the bi-directional communications network;
- means for altering the digitized content data in accordance with the content data output characteristics;
- means for transforming the altered digitized content data to a form capable of output from the second computer; and
- means for outputting the transformed altered digitized content data from the second computer.

16. (Previously presented) The system according to claim 15, wherein the received content data comprises voice data input into the first computer, and wherein the transformed altered digitized content data comprises audio output transmitted through audio speakers coupled to the second computer.

17. (Previously presented) The system according to claim 16, wherein the content data output characteristics include parameters that alter the altered digitized content data associated with the audio output from the second computer, the output characteristics comprising at least one of character gender, character condition, character environment, and language.

18. (Previously presented) The system according to claim 17, further comprising graphical input means for receiving content data output characteristics input through the second computer.

19. (Previously presented) The system according to claim 17, further comprising graphical input means for receiving content data output characteristics input through the first computer.

20. (Cancelled)

21. (Previously presented) The system of claim 19, wherein the content data output characteristics comprise an audio output ratio for outputting content data from the audio speakers coupled to the second computer.

22. (Previously presented) A server computer coupled to one or more client computers over a bi-directional communications network, comprising:

a circuit to transmit content data to a computer of the one or more client computers over the bi-directional communications network;

a circuit to specify content data output characteristics to be associated with the content data upon output by the computer; and

a circuit to alter the content data that is to be output by the computer in accordance with the content data output characteristics, the content data output characteristics including location information of the one or more client computers, the location information affecting the altering of the content data.

23. (Previously presented) The server computer of claim 22, further comprising:  
a circuit to receive the content data; and  
a circuit to digitize the received content data to produce digitized content data and a circuit to transmit the digitized content data to the computer over the bi-directional communications network.

24. (Original) The server computer of claim 23, wherein the received content data comprises text data input into the server computer.

25. (Previously presented) The server computer of claim 24, wherein the received content data comprises voice data input into a first computer.

26. (Previously presented) The server computer according to claim 25, wherein the content data output characteristics include parameters that alter the altered and digitized content data associated with audio output from the computer, the content data output characteristics comprising at least one of character gender, character condition, character environment, and language.

27. (Currently amended) The server computer according to claim 23, wherein the bi-directional communications network comprises an interactive network, and wherein the server computer and the one or more client computers include game consoles configured to execute an interactive game ~~software~~.

28. (Currently amended) The server computer according to claim 27, wherein the content data output characteristics are associated with respective characters defined by the game ~~software~~, each one of the respective characters is associated with a particular client computer of the one or more client computers.

29. (Currently amended) The server computer according to claim 28, comprising:

a circuit to determine a relative location of each one of the respective characters defined by the game ~~software~~; and

a circuit to alter the content data output characteristics of the audio output depending upon the location of each one of the respective characters associated with each client computer of the one or more client computers.

30. (Previously presented) A server computer coupled to one or more client computers over a bi-directional communications network, comprising:

means for transmitting content data to a computer of the one or more client computers over the bi-directional communications network;

means for specifying content data output characteristics to be associated with the content data upon output by the computer; and

means for altering the content data that is to be output by the computer in accordance with the content data output characteristics, the content data output characteristics including location information of the computer, the location information affecting the altering of the content data.



31. (Previously presented) The method of claim 10, wherein each of the client computers includes a left and right speaker pair, and wherein the content data output characteristics comprise a relative audio output ratio for outputting content data from the left and right speakers.

32. (Previously presented) An interactive network system, comprising;  
a first computer; and  
a second computer, the second computer receiving content data from the first computer, wherein the content data is altered in accordance with content data output characteristics specified by the first computer, the content data output characteristics including location information of the first computer and the second computer, the location information at least partially affecting the altering of the content data when received at the second computer.

33. (Previously presented) An interactive network system as recited in claim 32, wherein the content data received at the second computer includes audio data, and the audio data is altered based on the content data output characteristics.

34. (Previously presented) An interactive network system as recited in claim 32, wherein the location information of the first and second computers are associated with respective characters to be shown on a display of both of the first and second computers.

35. (Previously presented) An interactive network system as recited in claim 34, wherein the characters are parts of an interactive networked game in which participation in the game is through the first and second computers.

36. (Previously presented) An interactive network system as recited in claim 32, wherein the first and second computers are networked together and a server assists in the communication and data handling between the first and second computers.

37. (Currently amended) A gaming system, comprising:  
a first gaming computer coupled over a gaming server to a second gaming computer, a respective game character ~~object~~ being controlled through each of the first gaming computer and the second gaming computer,  
wherein the first gaming computer enables the definition of content data output characteristics for its respective game character ~~object~~, the content data output characteristics including location of the first gaming computer;  
wherein the second gaming computer enables the definition of content data output characteristics for its respective game character ~~object~~, the content data output characteristics including location of the second gaming computer;  
whereby the location of the first gaming computer is used in altering audio data to be output at the second gaming computer, the audio data to be output at the second gaming computer being associated with its respective game character ~~object~~, and the location of the second gaming computer is used in altering audio data to be output at the first gaming computer, the audio data to be output at the first gaming computer being associated with its respective game character ~~object~~.